

DC ADVENTURES

HEROES & VILLAINS: VOL. 2



ALLIES AND ENEMIES FROM THE DC UNIVERSE

DC ADVENTURES

HEROES & VILLAINS: VOL. 2

Writing and Design: Darren Bulmer, Leon Chang, Walt Ciechanowski, Chris Huff, Seth Johnson, Matt Kaiser, Steve Kenson, Jon Leitheusser, Prof. Christopher McGlothlin, Alejandro Melchor, Jason Mical, Jack Norris, Aaron Sullivan, Steve Trustrum, Ray Winninger

Editing: Sharon Turner Mulvihill **Development:** Jon Leitheusser **Additional Development:** Steve Kenson

Art Direction and Graphic Design: Hal Mangold

Interior Art: Daniel Acuna, Christian Alamy, Oclair Albert, Marlo Alquiza, Kalman Andrasofsky, Ramon Bachs, Michael Bair, Matt Banning, Al Barriouveau, Eddy Barrows, Chris Batista, Batt, David Beaty, Ed Benes, Mariah Benes, Joe Benitez, Joe Bennett, BIT, Bret Blevins, Brian Bolland, Brett Booth, Geraldo Borges, Mark Buckingham, Cafu, Jim Calafiore, Robert Campanella, Keith Champagne, Sean Chen, Mark Chiarello, Ian Churchill, Barbara Ciardo, Vincente Cifuentes, Yildiray Cinar, Matthew Clark, Scott Clark, Amanda Conner, Kevin Conrad, Chris Cross, Tony Daniels, Alan Davis, Dan Davis, Shane Davis, Jesse Delperdang, John Dell, Thomas Derenick, Rachel Dodson, Terry Dodson, Dale Eaglesham, Nathan Eyring, Wayne Faucher, Raul Fernandez, Carlos Ferreira, Julio Ferreira, Pascual Ferry, Fabrizio Fiorentino, David Finch, Gary Frank, Richard Friend, Fernando Gagnino, Lee Garbett, Ale Garza, Stefano Gaudiano, Drew Geraci, Keith Giffen, Jonathan Glapion, Patrick Gleason, Dan Green, Mike Grell, Tom Grummet, Renato Guedes, Yvel Guichet, Amy Reeder Hadley, Tony Harris, Doug Hazelwood, Clayton Henry, Sandra Hope, Rob Hunter, Stuart Immomen, Jack Jadson, Phil Jimenez, Dave Johnson, Ruy Jose, Justiniano, John Kalisz, Michael William Kaluta, Tyler Kirkham, Barry Kitson, Leonard Kirk, Scott Koblish, Scott Kolins, Don Kramer, Ray Kryssing, Andy Kubert, Joe Kubert, Greg Land, Andy Lanning, Michael Lark, Jim Lee, Norman Lee, Jay Leisten, Steve Lieber, John Livesay, Aaron Lopresti, Jose Wilson Magalhaes, Kevin Maguire, Doug Mahnke, Guy Major, Francis Manapul, Tom Mandrake, Mike Manley, Guillem March, Dave McCaig, Scott McDaniel, Ed McGuinness, Mark McKenna, Mike McKone, Adriana Melo, Jesus Merino, JD Mettler, Joshua Middleton, Mike S. Miller, Mark Morales, Rags Morales, Patricia Mulvihill, Sean Murphy, Todd Nauck, Diogenes Neves, Dustin Nguyen, Mike Norton, Jerry Ordway, Andy Owens, Jimmy Palmiotti, Sean Parsons, Fernando Pasarin, George Perez, Francis Portela, Eric Powell, Joe Prado, Mark Propst, Jack Purcell, Pablo Raimondi, Humberto Ramos, Rodney Ramos, Tom Raney, Norm Rapmund, Ivan Reis, Rod Reis, Darick Robertson, Carlos Rodriguez, Pow Rodrix, Prentis Rollins, Alex Ross, Duncan Rouleau, Stephane Roux, Marco Rudy, Nei Ruffino, Matt Ryan, Paul Ryan, Jesus Saiz, Javier Saltares, Stephen Sadowski, Nicola Scott, Trevor Scott, Stephen Segovia, Jon Sibal, Bill Sienkiewicz, Walt Simonson, Alex Sinclair, Cam Smith, Peter Snejbjerg, John K Snyder III, Ray Snyder, Ryan Sook, Jim Starlin, Peter Steigerwald, John Stokes, Karl Story, Lary Stucker, Rob Stull, Ardian Syaf, Philip Tan, Art Thibert, Michael Turner, Alina Urusov, Ethan Van Sciver, Dexter Vines, Lee Weeks, Wade von Grawbadger, Freddie Williams II, J.H. Williams III, Scott Williams, Bill Willingham, Walden Wong, and Pete Woods

Publisher: Chris Pramas **Licensing Consultant:** Ray Winninger

Green Ronin Staff: Bill Bodden, Joe Carriker, Will Hindmarch, Steve Kenson, Jon Leitheusser, Nicole Lindroos, Hal Mangold, Chris Pramas, Rich Redman, Evan Sass, Marc Schmalz

Special Thanks: To Josh Anderson at Warner Bros. and Roger Bonas, Scott Wilson, Jeanette Winley, Michael Wooten, and Fred Ruiz, along with the rest of the folks at DC Comics. To Lone Wolf Development and their excellent Hero Lab software. And as always, to the fans for their continued support!

DC Adventures: Heroes & Villains Vol. 2 © 2012 DC Comics. All rights reserved.
All related characters and elements are trademarks of and © DC Comics. (s12)

Published by Green Ronin Publishing, LLC. *Mutants & Masterminds*, *Green Ronin*, and their associated logos are trademarks of Green Ronin Publishing, LLC. The *Mutants & Masterminds* game system is © 2002-2012 Green Ronin Publishing LLC.

The following is designated as Product Identity, in accordance with
Section 1(e) of the Open Game License, Version 1.0a: hero points, power points.

The following text is Open Gaming Content: all game system rules and material not previously declared Product Identity.

DC ADVENTURES
Heroes & Villains, Vol. 2
MSRP: \$49.95
Product Code: GRR5003
ISBN-10: 1-934547-39-5
ISBN-13: 978-1-934547-39-7



Green Ronin Publishing
815 S. Othello St.
Suite 100 #304
Seattle, WA 98118
www.greenronin.com
www.mutantsandmasterminds.com

PRINTED IN CANADA

ALLIES AND ENEMIES FROM THE DC UNIVERSE

TABLE OF CONTENTS

INTRODUCTION	5	MISTER MIRACLE	60	THE QUESTION	121
HOW TO USE THIS BOOK	5	OBERON	61	THE QUESTION (VIC SAGE)	121
LADY SHIVA	8	MR. MXYZPTLK	62	RICHARD DRAGON	122
LEAGUE OF ASSASSINS	10	MISTER TERRIFIC	63	THE QUESTION (RENEE MONTOYA)	123
ALPHA	10	T-SPHERES	64	RAGMAN	124
DAVID CAIN	10	MISTER TERRIFIC (TERRY SLOANE)	64	RA'S AL GHUL	125
DOCTOR MOON	11	MONARCH	65	TALIA	127
MERLYN	11	FORERUNNER	66	UBU	127
PRUDENCE	12	MONGUL	67	RAVAGER	128
THE WHITE GHOST	12	MORDRU	69	RAVEN	129
LEGION OF SUPER-HEROES	14	MORGAINE LE FEY	70	THE RAY	131
BOUNCING BOY	15	MULTIPLEX	71	RED DEVIL	133
MON-EL	16	DUPLOID	72	RED HOOD	134
PHANTOM GIRL	16	MURMUR	73	RED LANTERN CORPS	135
POLAR BOY	17	NEKRON	74	RED ROBIN	136
SENSOR GIRL	18	NEMESIS	75	DEX-STARR	136
SHADOW LASS	19	NERON	77	RED STAR	138
SHRINKING VIOLET	19	THE NEW GODS	78	RED TORNADO	139
TYROC	20	LIGHTRAY	79	REVERSE-FLASH	140
LIGHTNING LAD	20	NIGHTSHADE	79	ZOOM	141
LOBO	22	THE SHADOW HOMONCULUS	80	THE RIDDLER	142
MAXWELL LORD	24	NIGHTWING	81	ROBIN	143
LORD SATANUS	26	OBSDIAN	83	THE ROGUES	145
LEX LUTHOR	27	OCEAN MASTER	84	GIRDER	146
MERCY	29	O.M.A.C.	85	PLUNDER	146
JERVIS TETCH	30	O.M.A.C. CYBORGS	86	TAR PIT	146
MADAME XANADU	31	O.M.A.C. (EARTH-51)	87	THE TOP	147
MAGENTA	32	ORACLE	87	ROULETTE	148
MAGOG	33	ORANGE LANTERN CORPS	89	THE ROYAL FLUSH GANG	149
MAJOR DISASTER	35	ORION	91	PROFESSOR AMOS FORTUNE	150
MAJOR FORCE	36	THE OUTSIDERS	93	ACE III	150
MAN-BAT	38	FAUST	94	THE ACE ANDROID II	150
MANHUNTER	39	GRACE	94	JACK II	150
MANHUNTER (KIRK DEPAUL)	39	HALO	95	KING II	151
MANHUNTER (PAUL KIRK)	40	INDIGO	96	QUEEN II	151
MANUHUNTER (KATE SPENCER)	41	LOOKER	97	S.H.A.D.E.	152
THE MANHUNTERS	42	TECHNOCRAT	97	TEN II	152
MARTIAN MANHUNTER	44	THUNDER	98	SABBAC	153
MAX MERCURY	46	PARASITE	98	SAINT WALKER	154
METAL MEN	47	PEACEMAKER	99	SANDMAN	155
WILL MAGNUS	47	THE PENGUIN	101	SANDMAN (SANDERSON HAWKINS)	155
GOLD	47	PER DEGATON	103	SANDY	156
IRON	49	PHANTOM STRANGER	105	THE SANDMAN (WESLEY DODDS)	157
LEAD	49	THE PIED PIPER	106	SATURN GIRL	158
MERCURY	49	PLASTIC MAN	107	SCARECROW	160
PLATINUM	49	OFFSPRING	109	SECRET SIX	161
TIN	49	PLASTIQUE	110	DWARFSTAR	162
METALLO	49	POISON IVY	111	JEANETTE	162
METAMORPHO	50	POWER GIRL	113	KING SHARK	163
JAVA	52	THE PRANKSTER	115	RAG DOLL (PETER MERKEL, JR.)	163
SAPPHIRE STAGG	52	PROFESSOR IVO	116	SCANDAL SAVAGE	164
SIMON STAGG	52	PROMETHEUS	117	GONE BUT NOT FORGOTTEN	165
MIRROR MASTER	52	PSYCHO-PIRATE	119	KNOCKOUT	165
MISS MARTIAN	54	QUEEN BEE	120	PARADEMON	165
THE MIST	55			BLACK ALICE	165
THE MIST (NASH)	55				
THE MIST (UNKNOWN)	57				
MR. FREEZE	58				
MISTER MIND	59				

WHY ARE SOME OF THESE ENTRIES GREEN?

The characters listed in green text denote a character whose power point total is correct for a character of that power level. For example, Manhunter (see page 41) is a PL9 super hero who costs 135 power points, just as Shadow Thief (see page 175) is a PL11 super-villain who costs 165 points.

SECRET SOCIETY			
OF SUPER-VILLAINS.....	166		
SEVEN SOLDIERS OF VICTORY	167		
SHINING KNIGHT (YSTINA)	167		
VANGUARD.....	168		
BULLETEER.....	168		
FRANKENSTEIN.....	169		
KLARION.....	170		
SHADE.....	171		
SHADOWPACT.....	172		
DETECTIVE CHIMP.....	173		
NIGHTMASTER.....	174		
WARLOCK'S DAUGHTER	174		
SHADOW THIEF.....	175		
SHARK.....	176		
SHINING KNIGHT.....	177		
WINGED VICTORY.....	177		
SHRAPNEL.....	178		
SILVER BANSHEE.....	179		
SILVER SWAN.....	180		
SINESTRO.....	181		
THE SINESTRO CORPS.....	183		
SINESTRO CORPSMAN.....	184		
SIREN.....	185		
SOLOMON GRUNDY.....	186		
JOHNNY SORROW.....	187		
SPECTRE.....	189		
SPEEDY.....	191		
STAR SAPPHIRE.....	192		
THE STAR SAPPHIRES.....	193		
FATALITY.....	194		
MIRI.....	194		
STARFIRE.....	195		
STARGIRL.....	196		
S.T.R.I.P.E.....	197		
STARMAN.....	198		
STARMAN (TED KNIGHT)	198		
STARMAN (JACK KNIGHT)	199		
STARMAN (MIKAAL TOMAS)	200		
STARMAN (DAVID KNIGHT).....	200		
STARMAN (THOM KALLOR)	201		
STARRO THE CONQUEROR	203		
STARROPHYTES.....	204		
THE CONQUEROR	204		
STEEL.....	205		
VAPORLOCK.....	207		
SUICIDE SQUAD.....	208		
AMANDA WALLER	209		
RICK FLAG.....	210		
SUN BOY.....	211		
SUPERBOY.....	212		
SUPERGIRL.....	214		
SUPERMAN.....	216		
LOIS LANE.....	218		
JIMMY OLSEN.....	219		
THE KENTS.....	219		
SWAMP THING.....	220		
ABBY HOLLAND.....	222		
T.O. MORROW.....	222		
TATTOOED MAN.....	223		
TEEN TITANS.....	225		
AQUAGIRL.....	229		
BOMBSHELL.....	230		
KID ETERNITY.....	231		
TERRA.....	232		
ZACHARY ZATARA.....	232		
TERRA-MAN.....	235		
THORN.....	236		
TIMBER WOLF.....	237		
TOYMAN.....	238		
TOYMAN ROBOT.....	240		
TRACI THIRTEEN.....	240		
TRICKSTER.....	241		
TRIDENT.....	243		
TRIGON THE TERRIBLE.....	244		
DONNA TROY.....	245		
TWO-FACE.....	247		
ULTRA BOY.....	248		
THE ULTRA-HUMANITE.....	249		
UNCLE SAM.....	251		
VANDAL SAVAGE.....	252		
VIGILANTE.....	254		
VIGILANTE (GREG SAUNDERS) ..	254		
VIGILANTE.....	255		
VIXEN.....	256		
WARLORD.....	258		
JENNIFER MORGAN.....	259		
MACHISTE.....	260		
MARIAH.....	260		
SHAKIRA.....	260		
TARA.....	261		
TINDER.....	261		
WEATHER WIZARD.....	262		
WILDCAT.....	263		
WILDFIRE.....	264		
WONDER GIRL.....	265		
WONDER WOMAN.....	266		
STEVE TREVOR.....	268		
ETTA CANDY.....	269		
ARTEMIS.....	269		
HIPPOLYTA.....	270		
THE YOUNG ALL-STARS.....	270		
DYNA-MITE.....	271		
FLYING FOX.....	271		
FURY (HELENA KOSMATOS)	272		
IRON MUNRO.....	272		
NEPTUNE PERKINS.....	273		
THE TIGRESS (PAULA BOOKS)....	273		
TSUNAMI.....	274		
YOUNG JUSTICE.....	275		
ARROWETTE.....	276		
EMPRESS.....	276		
SECRET.....	276		
ZATANNA.....	277		
ZAURIEL.....	279		
VICTOR ZSASZ.....	281		
MINION ARCHETYPES.....	282		
MINION ARCHETYPES.....	282		
ANIMALS.....	282		
CULTISTS.....	284		
DEMONS.....	285		
DINOSAURS.....	286		
MONSTERS.....	287		
NINJA.....	287		
ROBOTS.....	288		
SOLDIERS.....	289		
THUGS.....	290		
UNDEAD.....	291		
HERO ANIMALS.....	292		
KRYPTO, THE SUPER-DOG	292		
STREAKY, THE SUPER-CAT	293		
REX THE WONDER DOG	293		
APPENDIX.....	294		
HEROES & VILLAINS			
BY POWER LEVEL	294		
VILLAINS BY POWER LEVEL	297		
INDEX.....	299		
LICENSE.....	301		



This book, **DC ADVENTURES: HEROES & VILLAINS, VOLUME 2**, is the companion and conclusion to **HEROES & VILLAINS, VOLUME 1**, covering DC characters from L through Z. Inside this volume alone you'll find hundreds of characters to use in your DC ADVENTURES games. With the complete **HEROES & VILLAINS** set, you'll have well over five hundred!

The **DC ADVENTURES: HERO'S HANDBOOK** provides the rules to play games set in the DC Universe. The **HEROES & VILLAINS** books gives you a tremendous selection of characters to populate that world and make it feel like the real thing! Welcome to the DC Universe! Get ready to go out there and make it your own!

OVERVIEW

DC ADVENTURES: HEROES & VILLAINS, VOLUME 2 is a collection of characters from all over the DC Universe. Rather than trying to break characters up by theme (magic, alien, metahuman), location (Metropolis, Gotham, Gorilla City), or some other way, this book (like its companion volume) is organized alphabetically. Once you turn the page you'll be thrown into a world full of fantastic characters with amazing powers. Each character includes game information (statistics or "stats") that work with the rules presented in the **DC ADVENTURES: HERO'S HANDBOOK**, along with a description of their history, personality, powers and abilities, allies, and enemies.

The information on these pages is meant to present an "iconic" view of the characters you can use to portray them the way they appear in the comics. History is only included if it gives a better idea of what the character is like. Unless it's important to the character, you won't find references to specific storylines and events. After all, there's no way this book could accurately present the complete history of a character like Superman or Wonder Woman. So, instead, these pages focus on the *essence* of the characters, including important pieces of their history that define them, and make them the heroes and villains you know so well!

HOW TO USE THIS BOOK

As a collection of heroes and villains with different powers, abilities, and backgrounds, this book can be used in a number of ways depending on your needs.

First, it's a resource for the gamemaster. With hundreds of characters included in this one book, you should be able to find any number of allies and enemies for your players' heroes. All the work of writing up the characters has been done for you, so you can spend your time coming up with a fun game to run for your friends!

Second, this book is *filled* with information to inspire story ideas—long-term and short-term plots by villains. From a simple robbery committed by the Rogues to a world- (and history-) spanning plot by the Manhunters to conquer the cosmos!

Third, many of these characters can be run by your players. We've highlighted the ones that are exactly the right power point total for new characters of their power level. If someone is playing for the first time, forgot their character, or just wants to sit in for a game session, just grab one of these characters and start playing!

Fourth, you can use the information here to create your own heroes and villains. Pick and choose powers you like, adapt them to the character concept and power level you want and with a little bit of work you have a new creation that's all your own! When a player asks "How do I create a character like...?" all you need to do is flip open the book and see!

Really, there's no wrong way to use this book. It's a resource for you. However it helps make your games more fun and interesting, then that's the correct way to use it.

HOW THIS BOOK IS ORGANIZED

The characters and groups on the following pages are arranged alphabetically. For most characters this is as simple as looking under 'S' for Superman, but for characters who don't have a code-name or superheroic identity their entries are alphabetized by last name. So Johnny Sorrow is listed under 'S', and Donna Troy is under 'T'. Names with titles in them—such as "Mister"—are listed by title, so Mister Terrific is under 'M' and Saint Walker (of the Blue Lantern Corps) is under 'S'. In addition, heroic identities that have had multiple people use that name are listed with the real name of that character in parentheses after their name, so you'll find the Mister Terrific (Michael Holt) and Mister Terrific (Terry Sloane) along with Manhunter (Kirk DePaul), Manhunter (Paul Kirk), and Manhunter (Kate Spencer), and more. No matter the character or group you're looking for, you should be able to find them quickly and easily.

HOW TO READ THE CHARACTERS

Every character entry and many of the team entries include game information so you can use the characters in your games. Each entry follows a few rules to make them consistent and easier to understand at a glance.

- All characters are presented in their super-powered identity. This means when you look at O.M.A.C., what you're seeing is him in his super-powered One Man Army Corps form, not when he's plain ol' Buddy Blank.
- If a character can vary their abilities in some way, say due to the Growth power or because they can change forms somehow, then there are two numbers separated by

NOT WHAT YOU EXPECTED?

Each of the characters in this book is someone's favorite. Each of these characters is unique and has a story to tell. That also means each of these characters may not match up exactly with your expectations of how that character should be presented in terms of the DC ADVENTURES game. That's unfortunate, but while designing these characters the writers and developer had to make choices, settle on numbers they felt best represented the character, and move on to the next character. Our goal was to make the characters as iconic and representative as possible.

As with all games, realism often took a backseat to writing up a character that was effective given his or her role in the DC Universe. So, some characters may have an ability score, attack or defense value, or power that just doesn't look right to you. That may very well be. These characters were created to reflect how they appear to operate in the comics. Maybe the Top's Dodge and Parry should be lower, but if that were the case he wouldn't be much of a challenge for the Flash. Since he is, his values needed to reflect that.

You are, of course, welcome to change any of these characters to suit your tastes; the goal of the authors was to present you with playable, useful characters that measured up to the characters as they appear in the comics and on the whole they do that, even if some of the details may not mesh with your concept of the character.

We hope you enjoy our efforts.

a slash. Characters like this are also accompanied with asterisks and notes to call attention to what scores are affected and when they have their higher scores or their lower scores. Lastly, unless a character's powers say otherwise, you can always choose to have them operate at less than full power if it fits your game better.

- Characters that lack Powers, Equipment, Advantages, or Skills don't have a space for that category of ability. For example, Oracle doesn't have any powers, so you won't see a **Powers** entry for her, instead it goes right to **Equipment**, then **Advantages** and **Skills**.
- A character with the Equipment advantage may have only some of their equipment points spent. If this is the case, then you can spend the remaining points as you see fit. Usually this means the character varies his or her arsenal depending on their mission. You may also elect to leave those points unspent to avoid the additional bookkeeping. Those characters accompanied by a list of equipment always show what that character typically carries.
- Skills and Advantages granted by a power (using the Enhanced Trait effect) appear both in the listing for that power and in the **Skills** or **Advantages** section of the character in *italics*. These aren't the same skill or advantage purchased multiple times, instead they're included under the appropriate headings for ease of reference.
- The **Offense** section of a character includes short-hand notations about the character's attack values and powers. This section does not list all the information about those powers and may not even include all of the powers or abilities that character is capable of using. Be sure to look at the full write-up of the character's powers and

advantages in order to learn exactly what they're capable of and what your options are.

- Characters whose point values exactly match the starting number of points they should have for their power level are colored green in the table of contents. They are useable as player characters either using them with their name and history intact or as the basis of very similar characters with a different name and background.
- **Power Level X:** A few characters—such as Mister Mxyzptlk and Trigon—are listed as “Power Level X” or “PLX” and given *no* game traits (or very few). This is because these characters are so massively powerful, often to the point of near-omnipotence, that there's little point in trying to quantify their abilities. Game traits covering everything they could do would take up pages and add up to *thousands* of power points! Power Level X characters are more plot devices than they are playable characters, meant to provide the heroes with serious challenges that cannot necessarily be overcome with sheer might. Often, defeating them requires a different approach, from tricking Mxyzptlk into saying his name backwards to the sheer self-sacrifice that overcomes Trigon with the light of goodness no evil can resist. The GM should see to it that there is *some* way for the heroes to succeed—and for the players to figure it out!—when it comes to PLX foes.

Overall, the characters should be easy to decipher, but the notes above should help if something is unclear. If a character breaks any of the guidelines above, that will be made clear in the character's entry either with notes called out using asterisks or with information in that character's **Powers & Abilities** section.

